

Vehicle Skins

This document describes how to convert skins from 24-bit artwork to 8-bit artwork for use in the StarSiege Alpha Technology Release 2.

Note, The Starsiege Alpha Technology Release 2 only supports viewing skins in the Vehicle Lab. Only the finished product will support skins in combat.

Step 1—Create your skin. First, you must create a skin using your own graphics editing tool such as Adobe PhotoShop, PaintShop Pro, or a whatever you're familiar with. Use the templates provided in the \skins directory as a guide to where the textures are placed on the Vehicles. For more assistance check out www.starsiegeplayers.com, look for additional templates and examples, talk with other creating skins on the forums and check out the squad pages.

Step 2—Saving your skin. After creating your skin texture, save the bitmap to a file with the Microsoft .BMP format in 24-bit color depth. If your graphics tool does not support 24-bit color depth, then you will not be able to create skins for use with StarSiege.

Important: Do not save the file in the \Skins directory.

Important: Do not change the dimensions of the bitmap.

Important: Do not save over the original templates. Use a different file name.

You must use the following naming convention or your skin file will not be recognized by the program and you will not be able to view the skin in the game.

herc_clan_description.BMP

Where:

herc - must be exactly one of the following, do not misspell.

EMAN - for the Emancipator skin

GOAD - for the Cybrid Goad skin

MINO - for the Terran Minotaur

MYRM - for the Terran Myrmidon

_clan - is an optional acronym designating your clan or squad. For example

NTDF - New Terran Defense Force

BDU - Black Death Union

WP - Wolf Pack

HMK - Hurt/Maim/Kill

SOB - Sons of Blood

This helps to sort the skins in the skin selection screen so that skins of a particular clan are together. You may omit it if you wish.

_description - is a short word description that makes the skin file name unique.

Important: Try to avoid names that are common such as GOAD_cammo.bmp or EMAN_green.bmp.

Step 3—Remap your Skin. Now that you have created a skin and saved it off in a separate directory, we need to remap the skin. Make a copy of the 24-bit skin and place it in the {starsiege_path}\skins directory. Now, from the Starsiege START menu, choose 'Remap Skins'. The Skin remapping utility will automatically start converting all 24-bit files in the {starsiege_path}\skins directly to 8-bit. This

process is very CPU intensive and may take several minutes if you have numerous skins that need to be converted. You may stop and restart safely at any time.

Step 4— Viewing your Skin. From the Main Menu, select Vehicle Lab. In the Vehicle Lab, load the Vehicle that matches the skin you created and click on the tab that says (SKIN: Default. This will bring up a display of the currently available skins. If you followed this process correctly, you should see the skin textures you created.

By clicking on the desired skin texture, the skin will immediately be wrapped around the Herc standing on the landing pad to the right of the display. To view the Herc from different angles. Grab the herc with the mouse cursor and drag it in various directions to move the Herc to the desired viewing angle.

You can also perform this wrapping process from the Wait Room. The Wait Room is a gathering area you enter just before you drop into a game. From this screen, you can enter the Vehicle Lab by clicking on the tab that looks like a pipe wrench.

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